

PRESENTATION

At every location in this adventure, a text panel at the top of the screen describes your immediate surroundings. This remains on screen for as long as you are in this area. A graphics panel on the left gives a visual representation useful for rapid identification of your whereabouts, and may provide some additional information if requested.

The right hand text panel is a scrolling record of your commands and the responses so far.

The bottom line is for you to enter commands, in typed English sentences or phrases.

COMMANDS

To explore this world, examine and deal with objects and to interface with other life-forms you will need to enter quite specific commands. To move, type in a direction e.g. NORTH. (Go North or just N will do). You should end every command by pressing the ENTER (or Return) key. The response panel will give you the result of that command or action. Try to keep commands simple and where possible start with a verb e.g. TURN HANDLE or GET THE BAG OF FOOD. Be as exact as possible e.g. ATTACK DARKON WITH THE CLUB (this is only an example and is unlikely to succeed!) Many commands can be abbreviated and experimenting will reveal a reliable shorthand. Issue the command VOCAB (or V) to view some of verbs which this adventure can understand.

SYSTEM COMMANDS

RESTART sets you back to the start point (and start conditions).

SAVE allows you to save your present position and conditions for later adventuring. Make sure you have a suitable tape ready.

LOAD brings back those previously SAVED conditions. You should be already in the adventure before reLOADing conditions.